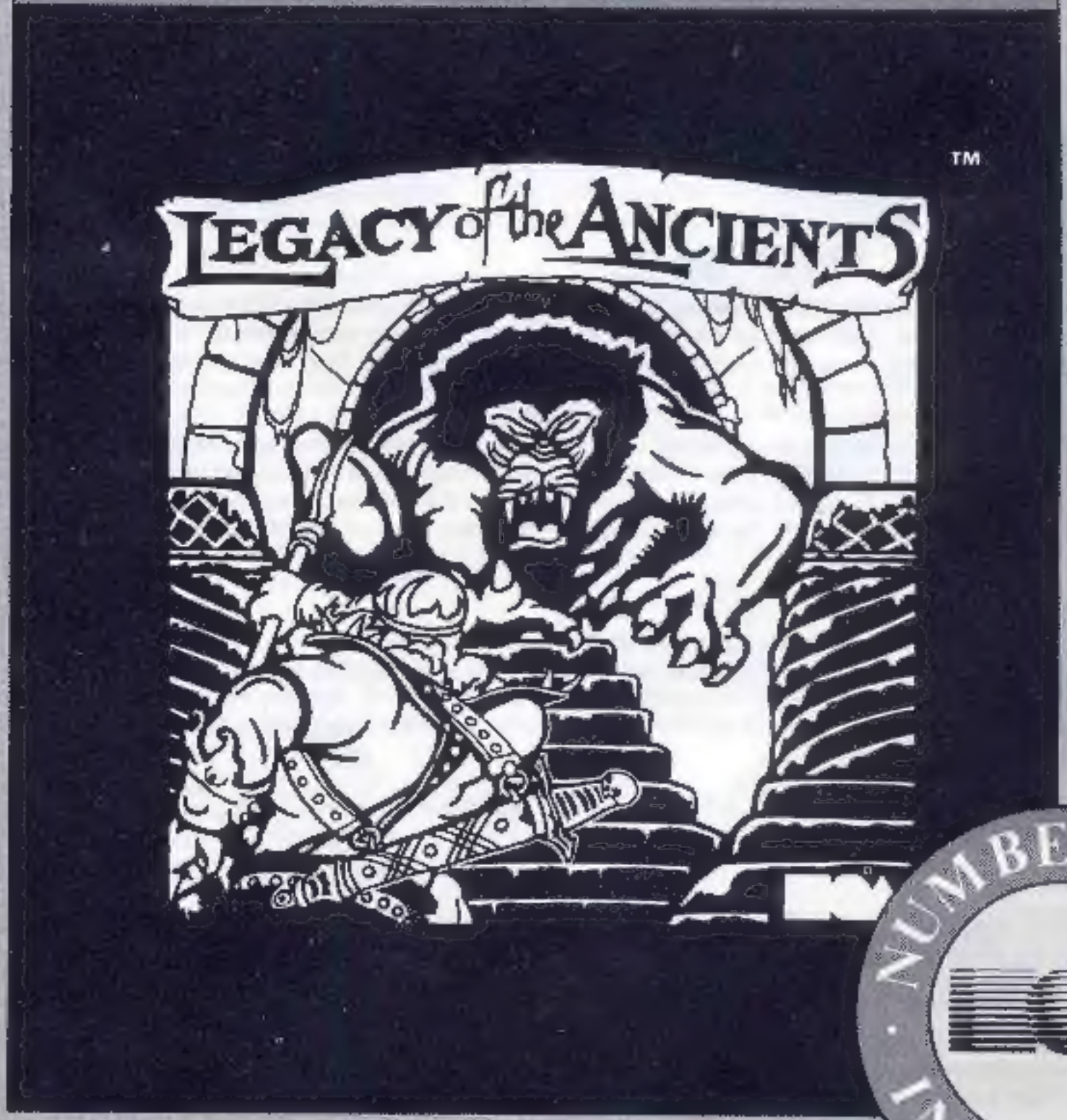
MANUAL



ELECTRONIC ARTS™

Getting Started

Note: These are the loading instructions for Commodore 64/128 and the Apple // series. If you have another kind of computer, there will be an enclosed Command Summary Card that includes loading instructions.

Make sure you have a disk to make into a character disk. Put your game disk in drive 1, with side 1 facing up.

Commodore 64/128
Turn on your computer.
Type LOAD"EA",8,1 to begin loading.

Apple //+, //c, //e
Turn on your computer to boot the disk.

When the title screen appears, press the joystick button or any key to continue. The opening menu offers four options. Select **Some Simple Instructions** for instructions on how to use the keyboard, joystick, and menus. Select **Scenes From Legacy** for a demonstration of the game. The **Color Test** option lets you adjust your monitor's color.

Select **Play a Game** when you are ready to start a game. A new menu will appear on the screen. Choose **Start a New Game**. If you don't already have a character disk, the screen will prompt you with instructions about how to make one. You will then be asked to enter your new character's name and your adventure will begin. You can store up to eight characters on one disk. To restart a game in progress or to erase a character, select the appropriate menu option and follow the prompts.

KEYBOARD PLAY

The movement keys are grouped together on the keyboard. In the museum and dungeons, you can move forward, backward, or *turn in place*. In all other places you can move up, down, right or left.

Commodore 64/128

@	forward (or up)
:	left
;	right
/	backwards (or down)

Apple //+

RETURN	forward (or up)
<-	left
->	right
/	backwards (or down)

(Apple //e & //c use the arrow keys to walk or turn.)

To enter a command, press the key for the first letter of the desired command (e.g. C for Climb). Use the same principle for all menu choices.

Note: In the C-64 version you may press the RUN-STOP button to pause the game.

JOYSTICK PLAY

Make sure your joystick is plugged in (game port 2 for Commodore). In the museum and dungeons you can walk forward, backward, or *turn in place*. In all other places, use the joystick to move up, down, right or left.

Commodore 64/128

To enter a command, hold down the joystick button until the command list turns yellow. Release the button, then move to the desired command and press the button again. The command stays highlighted, so if you wish to repeat the command just tap the button. Any time you are presented with a list of menu choices, use the joystick to highlight the one you want, then tap the button.

Apple //+, //c, //e

To enter a command that is already highlighted, press joystick button #0. To enter a new command, press button #1.

which will turn the command menu yellow. Use the joystick to highlight the desired command, then press button #0. Any time you are presented with a list of choices, use the joystick to highlight the desired command, then press button #0.

Remarks from the Caretaker

Although I've worked and studied in the Tarmalon Galactic Museum for many years, I've never actually seen an Ancient. It is said that they began constructing museums like this one over 50,000 generations ago, and that now museums dot the civilized portions of the universe. I know there is one on my home planet of Thagan. It is possible that the Ancients are still building museums somewhere in the far reaches of space.

The museums were built to provide both education and entertainment for their creators - to act as windows revealing the history, legends and cultures of each host planet. The Ancients viewed this system of museums as their legacy to the budding civilizations of the universe.

Although employees occasionally venture forth into the host world to engage in research and collect specimens, they are not permitted to directly interfere in planetary events. Likewise, the museum is generally off-limits to planet natives. Only holders of the Access Disk are permitted to enter. This principle of non-interference is intended to preserve the unique culture and customs of each host planet. Many times I have been tempted to use the museum's power to benefit Tarmalon, but I dare not risk the wrath of the Ancients.

So I am forced to leave you with a warning. Once you leave the museum's friendly confines you will be on your own in the primitive and dangerous world of Tarmalon.

Letter to the Caretaker

I pray this message reaches you. As you know, one of the museum's most precious artifacts was stolen ten years ago. Reputed by Tarmalon lore to be magical, this ancient leather scroll was thought by museum personnel to be nothing more than a beautiful relic of primitive superstition. Nevetheless, because of its cultural value, I was assigned to retrieve it.

I spent many months tracking the scroll across the length of Tarmalon. Over the years it has passed from person to person; frequently by sale, more often by theft. After a time I noticed a strange pattern developing. Murder and strife seemed to accompany the scroll wherever it went.

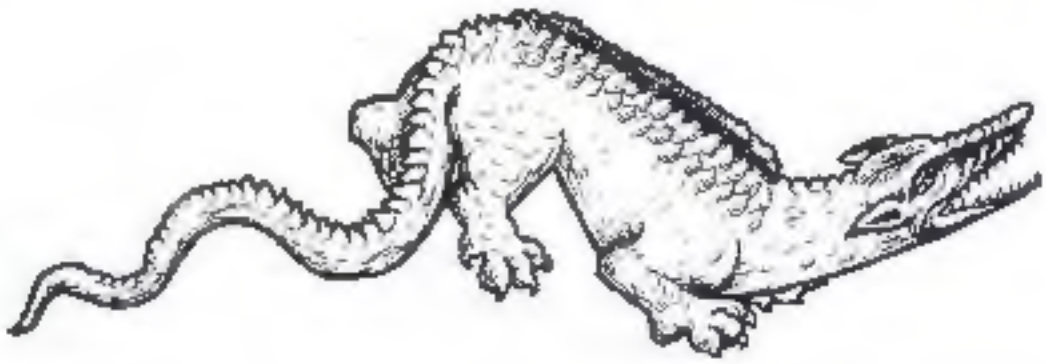
I have learned that the scroll once was known as the Wizard's Compendium. Legend holds that many lifespans ago, 12 powerful Tarmalon wizards gathered in Kelfor Forest to trade knowledge. They compiled their spells into one scroll, little suspecting that the resulting magic would be more powerful than the sum of its parts. According to legend, the wizards fought a terrible battle among themselves to control the Compendium. Many died, and the scroll disappeared.

Yesterday, I finally caught up with the Compendium, now owned by the Baron of Kent. I offered to buy it, but the Baron just laughed and threw me out -- keeping my little finger as punishment for my "insolence." Later that night I broke into the castle and managed to steal the scroll, but as I made my escape a guard sent an arrow through my shoulder. Now I face the long journey back to the museum. I fear I won't live to see it. My shoulder throbs and swells with each beat of my heart, and a fever is growing.

I am convinced that the scroll is a force of terrible evil. I can feel it reaching into my mind, trying to twist and distort my thoughts. It is an immensely powerful thing, seeking an equally powerful master. It must be destroyed before it is unleashed. I have tried. Fire will not burn it, and my blade will not cut it. The answer must lie outside the realm of science. I fear that unless we find the answer, the museum and all of Tarmalon will be consumed.

The Menus

The following is a description of the various menu commands.
Armor: Put your armor on your body, where it provides protection.
Climb: Climb up or down holes in dungeons.
Disembark: Leave your transportation and start walking.
End : Stop the action and activate the option to save the game. You can resume the game after saving it. Save often to avoid problems. This option is available only while in dungeons or wilderness.
Fight: Attack a target with your ready weapon.
Gamespeed: Control how long messages are listed on the screen.
Hold: Access items in your inventory and indicate which item (other than weapons and armor) you hold ready to use.
Inventory: List your characteristics, armor, weapons, magic, other possessions, and the duration of your adventure. The weapon, armor, and items you have ready to use are highlighted. This option is a handy way to pause the game.
Leave: Leave town without having to walk out. If you attack or rob someone in town, and are discovered, you will have to leave the hard way.
Magic: Cast one of the spells you have purchased. Each spell is used up when it is cast.
Open: Open things that are closed.
Pass: Take no action for one turn.
Rob: Steal money and equipment.
Speak: Greet the person standing next to you. This is how you interact with merchants in towns and with friendly creatures in the wilderness.
Take: Take items that are within reach.
Use: Use the item you are holding.
Weapon: Ready one of your weapons for battle.
Xamine: Gives you additional information about your immediate surroundings. In the wilderness, **Xamine** tells you about the terrain you're in, your food use, and your travel speed. In the dungeon, **Xamine** helps you avoid hidden traps. In the castle, **Xamine** provides details about the things you see.



The Galactic Museum

The Galactic Museum is the center of your quest. The museum exhibits provide clues and information, useful items and gold, and transportation to different locations within the game. The museum is large and complex; you will find it useful to map it as you explore. Exits are available through doors -- and through some exhibits. To view a museum display you must have the proper jeweled coin, therefore, collecting these coins is a crucial part of your quest. You start the game with two jade coins. As the game progresses and your abilities increase, new coins, exhibits, and challenges become available to you.

Hint: Don't hoard your coins. Use them to view exhibits whenever possible.

Towns

There are twelve towns on Tarmalon. Each has its own personality, services, and prices. These include.

The Bank: You may deposit your Gold in any branch and withdraw it at any other. A prudent safeguard against misfortune.

The Lending Association: Especially useful when you're down on your luck or need a gambling stake. You may have only one loan at a time.

The Foodstore: Food can be purchased here. Storekeepers may also offer you jobs that can help you earn extra gold.

The Weapons Shop: These shops buy and sell weapons for fixed amounts. Powerful weapons are usually more expensive. Increasingly powerful weapons become available as the game progresses.

The Armor Shop: These shops buy and sell armor for fixed amounts. More effective armor is generally more expensive. Increasingly effective armor becomes available as the game progresses.

Buy-Back Shops: These shops will purchase used armor or weapons. A skillful bargainer can often get a better deal here than from an Armor or Weapons Shop.

The General Store: Sells Rafts and Climbing Gear.

Blackjack Tables and **Flip Flop Tables**: The guards will come after you if you win too much at these lucrative gambling games.

Training Schools: An opportunity to increase your Endurance and Dexterity characteristics (see **Characteristics**).

The House of Healing: These healers sell cures and healing herbs which can restore your hit points in the field.

Magic Shops: Magic shops sell six different spells: Magic Flame, Firebolt, Befuddle, Psycho Strength, Kill Flash, and Seek. (See **Magic** for a full description of the spells).

Fortune Teller: Rumors, tips, and clues are available from these mystics.

To interact with town characters, stand next to them (or their counters) and select **Speak** from the menu.

Hint: You may only purchase healing herbs once you have accomplished a special task in the Museum.

The Access Code Wheel

Whenever you attempt to enter the museum from the fields of Tarmalon, a screen prompt will give you a planet name, gem name, and ring number. Line these up on your code wheel. Type in the number you see in the box above the ring number and you'll be permitted into the museum.

Gold

Gold is the currency of exchange on Tarmalon; you'll need a lot of it to complete the game. There are many ways to get it - the four most common are gambling, killing monsters, robbing merchants, and raiding castles and dungeons. Gambling is the safest. Smart play can tip the Blackjack odds in your favor. Flip Flop can be a gold mine for a player with a sharp eye. Killing wilderness creatures lets you collect the gold in their hoards. Proper planning is the key to robbing merchants. Attack merchants who are alone so that no one raises the alarm, and be prepared to leave town fast. Only the powerful should attempt to rob a bank or mint. The deeper you go into a castle or dungeon the more gold you'll find. Stock up on magic spells, hit points, and healing herbs before you enter, and make maps as you go.

Monsters

There are 32 kinds of creatures that can be encountered in the wilderness, and 12 in the dungeons. Sometimes, traveling creatures such as Farmers, Bandits, Pixies, Striders, Eaton Warriors, and Huggyns will talk if approached politely. Other times they may attack. The 24 non-traveling wilderness monsters live only in one kind of terrain, and have individual traits and abilities. Some monsters can destroy equipment, drain characteristics points, or suppress magic spells. A specific type of weapon is most effective against some creatures, so carry several different weapons when you can. The fortune teller can give clues as to which weapon is most effective against each monster. Many creatures can be used for food. The following monsters are very dangerous and should be avoided in the beginning of the game: Ocean Sprayfish and Sea Swallows, Desert Scrabblers, and Mountain Rock Beetles.

Combat

Choose the **Fight** option to attack an adjacent opponent. If you have a ready ranged weapon (bow) you'll attack the first target along the line of fire. In towns or a castle you must specify the direction of attack. You may also try to run from combat by moving away. Magic is your most powerful weapon, and often the only practical way to kill powerful adversaries.

Hint: Guards can be formidable opponents, so try to use blocking terrain to force them to attack you one at a time -- and make sure you have a short escape route.

Magic

Six different magic spells are available from Magic Shops. Spells are used up as they are cast. The spells include:
Magic Flame: A ranged magical attack useful for taking out weaker monsters and guards. Affects one target at a time.
Firebolt: A more powerful ranged magical attack that affects one target.
Befuddle Spell: Confuses and disables a target for 25-35 turns. Usable only in dungeons.
Psycho Strength: Gives you superhuman strength for 20-30 attacks. Usable only in dungeons.
Kill Flash: The ultimate killing spell. Eliminates anyone you're fighting and many of the monsters nearby. Usable only in dungeons.
Seek Spell: Transports you to the front doors of the Museum. Usable only in the wilderness.

Characteristics

Your character has five basic characteristics which define physical and mental prowess. Each characteristic starts at 15, and can be increased in training schools and through special tests and treasures encountered while adventuring. The characteristics are:
Strength: A character with high Strength does more damage in combat.
Endurance: A character with high Endurance takes less damage when hit.
Dexterity: A character with high Dexterity hits opponents and dodges blows more frequently.
Intelligence: A character with high Intelligence has more success with magic.
Charm: A character with high Charm has more success when dealing with merchants.

Hit Points: Your Hit Points measure the amount of damage you can take before you are killed. As the level of your character increases, so will the hit points you can achieve.

Level: A measurement that defines your power, fame, and how much of the quest has been completed. Every character begins at Level 1. The museum caretaker will increase your level as your exploits warrant.

Possessions: Lists the Weapons, Armor, and Items in your inventory.

Dungeons and Castles

Much of the action in Legacy of the Ancients takes place in the 24 dungeon levels and in the castles. The deeper you venture into these strongholds, the tougher the challenges you will face and the greater the rewards - in gold, clues, and items important to your quest. Stock up on magic spells, healing herbs and hit points before you enter. Make maps as you explore the dungeons.

Hint: The Pirates Lair dungeon measures 15 by 15. There is a sapphire coin at the bottom.
Hint: Revisit castles and dungeons to pick up more gold and gain access to new areas.
Hint: You have mastered the first part of the castle when you have collected two keys, magic seeds, magic ice, and have seen "The Temptress."
Hint: Use magic ice and seeds to reach the castle's second level.
Hint: If you have trouble with the gas trap, look for a hidden way through.
Hint: If the spiral disappears when you walk on it, try again while watching your step closely.

Stones of Wisdom

The Stones of Wisdom is a game of skill and cunning that can increase your **Intelligence**. Although it seems difficult at first, it is really quite simple. To begin the game, both you and the dealer roll five dice. You can't see the dealer's dice, and the dealer can't see yours.

You and the dealer take turns bidding on the dice. If you bid three fives, for example, you are betting that ***between the two of you*** there are at least three fives. If you bid two sixes, you are betting that between the two of you there are at least two sixes. Obviously there is some guesswork involved, since you can't see your opponent's dice.

As the players take turns bidding, each bid must be higher than the last. Two fours is a higher bid than two threes, and four ones is a higher bid than three sixes. Bidding continues until one player "challenges" the other. A challenge occurs when one player thinks the other player has bid too high - that the dice won't show as many as the bid. After a challenge has been declared, all the dice are shown. If the bidder was correct in his bid, he wins. If he was incorrect in his bid, the challenger wins. The loser then loses one of his dice, and play starts again. The last player with any dice left wins the match.

Here is a sample round: The dice are rolled and you have 2, 2, 3, 5, 6. You don't know what the dealer has. The dealer bids two threes. Should you bid higher, or challenge? Since you have a 3, the odds are pretty good that there are at least two threes between the two of you. Better not challenge. Since you have a 5 and there's a good chance the dealer does too, you bid two fives in return. The dealer decides not to challenge, and comes back with a bid of three fives. Since that bid seems pretty optimistic, you decide to challenge. At this point the dice are revealed. You now see that the dealer has 1, 2, 3, 3, 5. Since there are only two fives between you, you win and the dealer loses one of his dice.

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